ABSTRACT

Multi-media project editing methods and systems are described. In one embodiment, a project editing system comprises a multi-media editing application that is configured to enable a user to combine multiple different video clips into a video project. A bitmap processor coupled with the multi-media editing application receives a first bitmap that can be used to render a transition between video clips and automatically processes the first bitmap to provide a different transition between video clips. Processing of the first bitmap can include, without limitation, using the first bitmap to provide an entirely new and different second bitmap, or processing the first bitmap in a manner which renders a transition that is different from the transition defined by the first bitmap. In one embodiment, a user is able to enter one or more parameters, through a user interface (UI), with the parameters then being used to manipulate the first bitmap to provide the different transition. Processing of the first bitmap can include many different operations, among which can be included one or more of: stretching, shrinking, replication, and offsetting. In addition, the first bitmap can be processed to include, in the transition it defines, a border that is not otherwise defined by the first bitmap.